

# にゃーにゃー大フゴー (Meow Meow

## Daifugō)

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Players: 1-4

Playing time: 10-20 minutes

In the world of cats, an exciting battle unfolds in a minimal and eventful ways. Put it out, pass it, take it, put it out! Whether you save up or break through.

Meow Meow Daifugō is a climbing game where, when you pass, you have to take one card from the field.

CARDS: White cats 1 to 8 (8 cards), black cats 1 to 8, two sets (16 cards), doppelgangers 1 to 6 (6 cards), one white cat '?' card, one black cat '?' card, totaling 32 cards.

PREPARATION: Shuffle the cards and deal them. For 2 or 3 players, deal 8 cards each; for 4 players, deal 7 cards each. (For single-player, play with the "Single Player Rules.") Place the remaining cards in a deck and turn the top three cards face up in the playing area.

If a player has two or more "?" (wildcards) in their hand, they must put one at the bottom of the deck and draw the top card of the deck into their hand.

To determine the starting player, all players choose one card from the hand and plays it simultaneously. The person who played the card with the smallest number becomes the starting player. If multiple people played the smallest number, the person whose card has the fewest circles becomes the starting player. Return the played cards to their hand.

GAME FLOW: The starting player begins the game with the same hand they showed. Turns proceed clockwise. The starting player can play one of these card combinations:

- **Single card**: Play a single card on its own
- **Equal Numbers**: Two or more cards, suits can be mixed
- **Sequence**: Three or more cards, suits must be the same (doppelganger can't be mixed with black and white cats)

From now on, all players must play the same type (Single, Equal Numbers or Sequence) and the same number of cards as the previous player. Furthermore,

the cards you play must be of a higher number than those played by the previous person.

**Passing**: If you do not want to or cannot play, you can pass and skip your turn (you cannot pass on the first hand).

When you pass, choose one of the three face-up cards on the playing area, take it, and add it to your hand. Refill the playing area to three cards (if there are no cards left, just pass). Even if you pass once, you can choose to play or pass again when it's your turn.

If everyone else passes, set the played cards aside, and the last person to play starts the next round.

### SPECIAL CARDS:

- **Doppelganger cards (blue)**: Can be used either as a pair of two cards or as a single card.
- **White Cat "?"**: Can be used as any card from 1 to 8 of the white cat suit.
- **Black Cat "?"**: Can be used as any card from 1 to 8 of the black cat suit.

ROUND END: When one player plays all of their cards in hand, they become the winner of this round. The other players calculate their penalty points from the remaining cards in their hand:

The total number of circles on the bottom of the cards is the penalty score:

- **Black cat**: each circle counts as 1 or 2 points.
- **White cat**: each circle counts as 3 points.
- **Doppelganger**: each circle counts as 4 points.
- **Black cat "?"**: each circle counts as 5 points.
- **White cat "?"**: each circle counts as 6 points.

SCORING: After calculating your penalty points, scores as follow:

- For 1 to 5 penalty points, lose one point.
- For 6 to 10 penalty points, lose two points.
- For 11 or more penalty points, lose three points.

When someone loses their fifth pont, they become the overall loser of the game.

SINGLE PLAYER RULES: Deal 8 cards to yourself. Place the remaining cards in a deck and turn the top three cards face up in the play area.

The way to play cards is the same as the regular rules, but you can play each turn as the first move without being affected by the previous turn.

- If you play a number of cards equal to or greater than the turn number (i.e., 1 or more cards on the first turn, 2 or more on the second, 3 or more on the third, etc.), choose one card from either the three on the field or the top of the deck to add to your hand (replenish the field to three cards).
- If you play fewer cards than the turn number, add one card from the top of the deck to your hand.

When you have played all your turns, you clear the round without adding any cards to your hand.

The objective is to try to clear with as few turns as possible. Can you clear within 6 turns?